Drag A Sprite

Move a sprite side to side by dragging your finger

Getting Ready
You will need the following components in your design screen:
* Canvas, ImageSprite, Clock

Blocks Editor

What does it mean?
While the user is dragging the sprite, MonkeySprite.Dragged gets called multiple times. Each call has 6 arguments:
• startX and startY, where the user initially touched the screen.
• currentX and currentY, where the user is currently touching
• prevX and prevY hold whatever values were in currentX and currentY on the previous call to the event. (On the first call of this event, prevX and prevY are the same as startX and startY.)

When the user drags the MonkeySprite, it will be moved to the new X location, currentX, of the drag. The Y stays the same so the monkey can only move in the X-direction.